## MODULE 1:   EDIT FEATURES/CONTROL GRAPHICS

## WORKSHEET

### Lesson 1:   Editing Text

Part I:    Type in the first word or phrase listed under
OLD WORD.  Then use as few keystrokes as possible
to change the word to the NEW word shown.

Example:    OLD WORD                    NEW WORD

FOXES   →   FOSES   →   ROSES   (2 steps)
FRONT                       PRINT
PRINT "HEKKA"               PRINT "HELLO"
"ENTER OUR NOME"       .    "ENTER YOUR NAME"
10 FRIMT "WOW"              PRINT "WOWEE!!"


Part II:   As above, change the OLD WORD to the NEW WORD
using the editing features.  This time,
however, make each word in between a 'real' word.

Example:    OLD WORD                         NEW WORD

CAT  →COT  →                    COW   (2 steps)
HOT  →___  →                    DOG   (2 steps)
CAMP →____  →                   GAME  (2 steps)
SKIM →____ →____  →             THIN  (3 steps)
TRACK→_____→_____→              GRADE (3 steps)
FIND →____ →____ →____ →LOSE    (4 steps)  .
LIST →____ →                    FAST  (2 steps)
BASIC→_____→_____→_____→CARES   (4 steps)

# KEYBOARD EDITING FEATURES

## SELECTED SINGLE KEYPRESSES

| KEYSTROKE | CHARACTER OR ACTION |
|---|---|
| SYSTEM RESET | Stops everything. USE CAUTION! |
| RETURN | Signals line is finished |
| BREAK | Interrupts and halts. USE CAUTION! |
| CAPS/LOWR | Changes to lower case letters |
| THE /|\ KEY | Inverse video switch |
| TAB | Moves to next tab stop |
| DELETE BACK S | Character left of cursor erased, cursor backs up one space |

## SELECTED SHIFT KEY EFFECTS

| KEYSTROKE | CHARACTER OR ACTION |
|---|---|
| SHIFT-TAB | Set tab stop |
| SHIFT-Clear | Clear display screen |
| SHIFT-Insert | Insert blank line |
| SHIFT-CAPS/LOWR | Switch keyboard to upper-case |
| SHIFT-DELETE BACK S | Delete current line |

## SELECTED CTRL KEY COMBINATIONS

| KEYSTROKE | CHARACTER OR ACTION |
|---|---|
| CTRL-TAB | Clear tab stop |
| CTRL- ↑ | Cursor up a line |
| CTRL- ↓ | Cursor down a line |
| CTRL- ← | Cursor left one space |
| CTRL- → | Cursor right one space |
| CTRL-1 | Stop/start printing on screen |
| CTRL-Clear | Clear screen |
| CTRL-Insert | Insert a space |
| CTRL-CAPS/LOWR | Switch keyboard to graphics mode |
| CTRL-DELETE BACK S | Delete character under cursor |

# EXPLORE EDITING

1. Type several lines of letters and numbers on the screen.
   Type a message (do not worry about errors) or random
   letters and numbers.

2. On the screen, what is the difference between the
   number zero and the letter O?

   _____

3. Type any letter or number and hold down the key for
   several seconds.  Try it with another key.  What
   happened?

   _____

   _____

4. Hold down the key with CTRL on a white background (on
   left of keyboard).  While holding down CTRL, type any
   of the four keys with an arrow on a white background.
   Repeat several times.  What happened?

   _____

   _____

5. Using the CTRL and white arrow keys, move the cursor
   (small white square) to an empty part of the screen.
   Type the CAPS/LOWR key, then several letters.  Result?

   _____

6. Hold down the SHIFT key while typing more letters.
   Result?

   _____

7. Hold down the SHIFT key and type the CAPS/LOWR
   key.  Release the SHIFT key and type several more
   letters.  Result?

   _____

8. Type the ⫽ key once.  Now type several letters and
   numbers.  Result?

   _____

# CORRECTION GUIDE
## FOR "PRACTICE EDITING TEXT"

- zpecific
  Position the cursor over the z. Type an "s".

- and
  Position the cursor over the a. Type "the".

- computers
  Position the cursor over the s.  Use CTRL-INSERT to
  get a space.  Type SHIFT-7 to get the "'" mark.

- colro
  Position the cursor over the r.  Type "or".

- pEEK
  Position the cursor over the p.  Press SHIFT-p to
  get a capital P.

- command
  Position the cursor over the n.  Type an "m".

- computer'`s
  Position the cursor over the "'" that is underlined.
  Press CTRL-DELETE BACK S.

- what
  Position the cursor to the right of the t.  Press
  CTRL-DELETE BACK S until the whole word has
  been erased.

**AT THIS POINT THE OMITTED WORD SHOULD BE INSERTED.**
  Position the cursor over the "c" in the word "command".
  Press CTRL-INSERT one time for each letter
  and space to be inserted (6). Type the word,
  "BASIC ".  Be sure to leave a space after the word.

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# EDITING PRACTICE

## PARAGRAPH #1

First identified by <u>i</u>ndian
tribes more than a cent<u>ry</u> ago,
Bigfoot has baf<u>f</u>led thousands
of investigators, who have att<u>a</u>mpted
to track him down.  Many scientists,
in fact, skeptic<u>la</u> about the
animal's existence, arguing that if
an American <u>P</u>rimate existed, a
live specimen would have been
discovered <u>discovered</u> by now.


XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Note that the word, "remain", must be inserted as part of the
exercise.
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX


## CORRECT PARAGRAPH

First identified by Indian
tribes more than a century
ago, Bigfoot has baffled
thousands of investigators, who have
attempted to track him down.  Many
scientists, in fact, remain
skeptical about the animal's
existence, arguing that if an
American primate existed, a live
specimen would have been discovered
by now.

# EXPLORE EDITING PROGRAMS

## DIRECTIONS

1.  Type in the program below exactly as it is written.

```
100 PRINT "          XXX          "
110 PRINT "         X   X         "
120 PRINT "         X   X         "
130 PRINT "          XXX          "
140 PRINT "           X           "
150 PRINT "           X  X        "
160 PRINT "         XXX XX        "
170 PRINT "           X           "
180 PRINT "           X           "
190 PRINT "           X           "
200 PRINT "          X X          "
210 PRINT "         X   X         "
220 PRINT "        X       X      "
230 PRINT "                       "
240 PRINT "                       "
250 PRINT "   X X  XXX       X    "
260 PRINT "   X X  X         X    "
270 PRINT "   XXX  X         X    "
280 PRINT "   X X  X              "
290 PRINT "   X X  XXX       X    "
```

2.  Check for errors, make any necessary changes,
    and then run the program.

3.  List the program.  Add line 70 and run it again.
        70   REM Stick figure saying, "Hi!".

4.  List the program again and add the following lines.

        90   PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXX"
        95   PRINT "A Self Portrait"
        295 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXX"

    Run the program.  What did lines 90, 95, and 295 do?

5.  Save the program on your  disk.  Use the
    command SAVE"D:name", where 'name' is the name you
    give the program.

6.  Type NEW and then RUN"D:name".

7.  Type NEW and then LOAD"D:name".  Now try
    to run the program.

# PRACTICE EDITING PROGRAMS

1. Type in the program exactly as it is written. Check for errors. Make corrections if necessary. Pay special attention to the order in which the lines are entered.

```
NEW
20 PRINT "THIS IS THE TOP."
10 PRINT "THIS IS THE BOTTOM."
30 PRINT "THIS IS THE MIDDLE."
5 PRINT "FIRST LINE"
40 PRINT "THE END"
```

2. Run the program noticing the order in which the words were printed on the screen.

3. List the program, again noticing the order in which the lines are printed on the screen.

4. Change lines 10, 20 and 30 to:

```
10 PRINT "     TOP"
20 PRINT "     MIDDLE"
30 PRINT "     BOTTOM"
```

5. Add the following lines.

```
15 PRINT "LEFT"
25 PRINT "          RIGHT"
35 PRINT
37 PRINT
```

Run the program.

6. Delete lines 5 and 40. List and then run the program.

7. Add a REM to the beginning of the program. Compose an appropriate statement to describe what the program does.

9.  Change a line number using screen editing and then list the program to see what happens.  The safest way to change one line number is shown below.

```
100   PRINT "HELLO"
      Change 100 to 105.

      When you list you get
100   PRINT "HELLO"
110   PRINT "HELLO"

      Type 100 <RETURN>.
      and list the program.

      You should now have
110   PRINT "HELLO"
         which is what you want.
```

10.  Add the END statement at different places in the program to see its effect.

11.  Try this line in the program:

```
60 PRINT "This line will help you to remember
how many lines of information you can print
on the screen without adding a new line number"
70 PRINT "You cannot print more than 3 lines.
That is why line 70 was added here."
```

# EDITING PROGRAMS
## PART II

```
NEW
20 PRINT "UP"
10 PRINT "DOWN"
30 PRINT "MIDDLE"
5 PRINT "THIS IS THE BEGINNING"
40 PRINT "THIS IS THE END"
```

-------------------------------------------

```
10 PRINT " UP"
20 PRINT " MIDDLE"
30 PRINT " DOWN"
```

-------------------------------------------

```
15 PRINT "LEFT"
25 PRINT " RIGHT"
35 PRINT
37 PRINT
```

-------------------------------------------

```
20 PRINT "HELLO"
```
Change 20 to 25.
When you list you get

```
20 PRINT "HELLO"
25 PRINT "HELLO"
```
Type 20 <RETURN>.
and list the program.
You should now have

```
25 PRINT "HELLO"
```

-------------------------------------------

```
60 PRINT "This line will help you to remember
how many lines of information you can print
on the screen without adding a new line number"
70 PRINT "You cannot print more than 3 lines.
That is why line 70 was added here."
```

# CREATE BY EDITING PROGRAMS

## DIRECTIONS

1. Use the Basic Utility Disk. Load the program
   called "PRINTS". The command to load is
   LOAD"D:PRINTS".

2. "PRINTS" is a series of PRINT statements with
   quotation marks. This program will enable
   you to concentrate on the design or picture you
   decide to make, since all you have to do is type
   the characters you want to use between the
   quotation marks. The print statements look
   like this:

   ```
   100 PRINT "                                    "
   200 PRINT "                                    "
   ```

   and there are lots of them.

3. Use grid paper to plan a design or a picture.
   You may use the control graphics characters
   available on the Atari, or the letters on the
   keyboard. If you use the control characters you
   won't be able to get a hard copy from the printer.

4. List the "PRINTS" program. Type in the picture or
   design you made. IT IS EXTREMELY IMPORTANT THAT
   YOU PRESS RETURN AS YOU FINISH EACH LINE OF
   THE PROGRAM. IF YOU DO NOT, YOUR WORK WILL
   NOT BE STORED IN MEMORY!

5. Run your program and make any necessary changes.
6. When you are happy with the program, save it
   on your disk using the command, SAVE"D:name".
   "name" is the name you want to give your program.

7. Type NEW and then type LIST. Nothing should
   be in memory.

8. Run the program from the disk using the command,
   RUN"D:name".

9. Type NEW again. Now load your program using
   the command LOAD"D:name". List the program.

10. Finally, send the program to the printer using
    the command, LIST"P:".

# EDITING PROGRAMS
## Activity #1

```
100 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXX"
110 PRINT "X X X X                  X"
120 PRINT "X X X X XXXXXXXXXXXXXX"
130 PRINT "X X X X                  X"
140 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXX"
150 PRINT "X                        X"
160 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXX"
170 PRINT "X                        X"
180 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXX"
190 PRINT "|"
200 PRINT "|"
210 PRINT "|"
220 PRINT "|"
230 PRINT "|"
240 PRINT "|"
250 PRINT "|"
260 PRINT "|"
270 PRINT "|"
280 END
```

-------------------------------------------------------------

```
NEW
LIST
LOAD"D:name"
LIST
RUN
SHIFT-CLEAR
RUN
NEW
LIST
RUN"D:name"
```

PART I:    DELETE    AND    CAPS
           BACK S           LOWR

1.  Find the correct letters and type your name like this:

                    DEVIN BROWN

     NOTE:   To make the space between your first and last
             name, use the long bar underneath the letters.
             It is called the space bar.

     Notice how all your name is in capital letters.


2.  Now find the key that has    DELETE    on it.
                                 BACK S
    DELETE means to take out.  BACK S means to go back a
    space.

    Push the    DELETE    key.  See how it DELETEs the last
                BACK S
    letter and moves BACK a Space?  Use the    DELETE    key and
                                               BACK S
    erase your whole name.


3.  Now find the    CAPS    key and press it.
                    LOWR

    Type just the first letter of your name.  Mine looks like
    this:

            d ⟵ (This is a small, or lower case, d.)

    WHEN YOU FIRST TURN ON YOUR COMPUTER, THE LETTERS ARE
    ALL IN CAPITALS.

    Pushing the    CAPS    key lets you get both CAPITAL and
                   LOWR
    lower case (small) letters.

    Now let's type your name in capital and lower case
    letters like this:

                    Devin Brown

Here's how:

1.  On the last page, you pushed the    CAPS    key and typed
                                         LOWR

                                        Contributed by Devin Brown